How to / Trackmania / Video creation

Author : TStarGermany (Translations: .DexM.)

LAST PAGE PAGE 1 2

Section 3: Timeline handling

Haven't you asked yourself why there is a "*Time*" track in the track listing ? It's a powerful feature that only exists in the *replay mediatracker*.

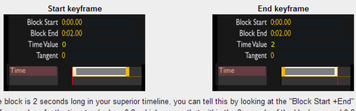
Basically, you have 2 seperate timelines

One of them is well familiar to you... you place your blocks in them, slide around keyframes or just play it ... it's your "superior timeline", where 1.0 seconds in the timeline = 1.0 seconds of playback.
The other one exists *within* the replay you loaded into the *replay mediatracker*, it does not necessarily relate to your superior timeline... the keyframe values of the *time track* give you some control over it.

What could this be good for ?

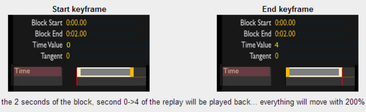
You can control "time" with it. You can make time run slower or faster, you can rewind time and you can jump to different points in time with this function ! A few examples:

Example 1: Everything normal



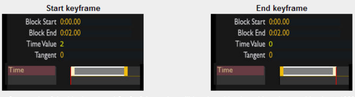
The time block is 2 seconds long in your superior timeline, you can tell this by looking at the "Block Start +End" values.. The keyframe values for the time track show 0-2, which means that within the 2seconds of the block, second 0-2 of the replay will be played back... 2.0 seconds in the replay timeline equal 2.0 seconds when beeing played back by your superior timeline.

Example 2: Fast forward



Within the 2 seconds of the block, second 0->4 of the replay will be played back... everything will move with 200% speed !

Example 3: Backwards in Time



Within the 2 seconds of the block, second 2->0 of the replay will be played back... although everything is at 100% speed , everything goes backwards this time.

The "Tangent" value is a bit similar to the camera interpolation values , it influences how smooth or harsh transitions in time are.

Exercise track continued...

Let's add some nice little "Matrix effect" to our replay.
Our *time track* is 0.6 seconds shorter than our both *ghost tracks*.. we can use these 0.6 seconds for some simple fun, so we don't have to do complicated calculations. Later on, you'll see why.

CLICK IMAGE TO ZOOM

Go to 09.00 in the time track and create an additional keyframe there.

CLICK IMAGE TO ZOOM

Go to 08.40 (=0.6 seconds earlier) and create another keyframe.

CLICK IMAGE TO ZOOM

Go back to the other keyframe at 09.00 and change the *Time value* to 8.4.

Now both additional keyframes have the same *Time value*. The cars won't move at all during these 0.6 seconds, but the camera in our superior timeline will still move on.
That's what a "Matrix effect" is all about !

CLICK IMAGE TO ZOOM

Go to the end keyframe of the time track, change the *Block End* to 12.00, but leave the *Time value* at 11.4.

This is necessary, because we had a total standstill for 0.6 seconds earlier, so these 0.6 seconds must be substacted from our superior timeline value.

FINISHED !
Save it under as "*Videotrack_Bigreplay*" (the save button is in the upper left corner) and let's see how good it looks during playback.

Click Icon to download the Videotrack_Bigreplay.Replay.Gbx

You can also load the final big replay and put it into the same folder as the 2 single replays.

One more word on *time track* functionality

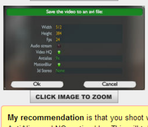
If you want to add multiple time track effects to your replay, you should be prepared to make lots of calculations concering the differences between your superior timeline and your replay's internal timeline.
Instead of using many keyframes within a single block, you can add multiple time blocks to keep a better overview (in some cases, e.g. when switching from time to time point, using blocks is a must!).

Section 4: Shooting the video

Now that we've saved our final big replay to harddisk, we can use the video shooting function.

CLICK IMAGE TO ZOOM

You know where to find your newly saved big replay :-)

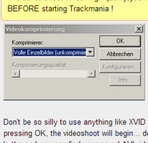

CLICK IMAGE TO ZOOM

You'll get a dialogue for setting your **quality** options.

For getting the best possible quality, you must temporarily set all your graphics options to the highest settings in the TM launcher/config, before starting TM.

My recommendation is that you shoot with at least PC3 shader, 800*600 resolution, 30 frames per second, 9 x AntiAlias and NO motion blur. This will take quite some time to shoot, but you will get the best results for further processing.

In order to shoot in real high quality,you must enable these functions (PC3,shadows etc...) in the config launcher BEFORE starting Trackmania !



After pressing OK, you'll get a little window where you can chose the video codec, which will be used for storing the video to harddisk.
My recommendation is to use a lossless codec, either full uncompressed RGB format or something like Microsoft-DV...

Don't be so silly to use anything like XVID here, you will have to compress the whole video later on anyway. After pressing OK, the videoshoot will begin... depending on your quality settings, this can take lots of time.
In the end you can find your saved AVI video in *C:\...\My documents\Trackmania* under the name Video01.avi or something similar.

Hint for good workflow: It pays to shoot many little clips, instead of 1 large one. Not only, that the AVI output format normally has a hard limit of 4GB of size, many small clips will give you more freedom in "post-production", while editing and re-arranging clips for your final video.

Recording Audio

If you experience problems while recording audio with the video, read this Discussion thread.

Section 5: Video editing and compression

To add more effects and cuts to your video, you might want to get familiar with a video editing software...

If you don't have a good video editing software, you should consider creating most effects within the mediatracker itself. After all it can implement pictures, music, create transitions, text effects etc... but of course there are lots of flashy FX, that only a real video editing software can do.

Free video editing and effects software

Microsoft Movie Maker (installed with Windows) / Blender / Zweistein / Jashaka / Wax
Of course there are some comercial applications, but these are very expensive.

Compression / Conversion

Depending on what you want to do with your uncompressed AVI video (e.g. upload it to tmtube), you need to convert it, respectively compress it.
For unexperienced users, my recommendation is "SUPER", a free program which can convert lots of formats between each other.
If you got questions on specific formats, write into the Discussion thread.

Preparing your video for TM-TUBE

You should convert your video to the right format **before uploading** it. This way, you can prevent tmtube from re-compressing it again (and ruining the quality). Convert your video to:

Format: FLV/MP4 video
Resolution: 1280*720 pixels (this is the resolution that tmtube uses)
FPS: 30 (chose the same FPS in which you shot your video before)
Bitrate: 1500-2500 (depending on the action in your video)

That's it, we're finished. These were the basics of creating a TM video :-)

LAST PAGE PAGE 1 2

This site is friendly to stationery (PC/MAC) and mobile (Android/iOS) browsers
Trackmania, Shootmania, Questmania games & media © Nadeo & UbiSoft used under fair use policy
8,373,448 page views since January 2008. All tutorials, services, coding © Mania Creative 2008-2013